

CHARACTER NAME

LEVEL

STRENGTH

CHARISMA

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

SKILLS

FEATURES & TRAITS

RACE

CLASS

BACKGROUND

ALIGNMENT

EXPERIENCE

HIT POINT MAXIMUM

CURRENT HP POINTS

HIT DIE

TEMPORARY HP

SUCCESS

DEATH SAVED

FAILURE

PROFICIENCY BONUS

LANGUAGES

SPEED

ARMOR CLASS

INITIATIVE

SPELLCASTING

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PROFICIENCIES

CP

SP

GP

EP

PP

EQUIPMENT

ATTACKS & WEAPONS

WEAPONS

TYPE

RANGE

TO HIT

DAMAGE

WEAPONS

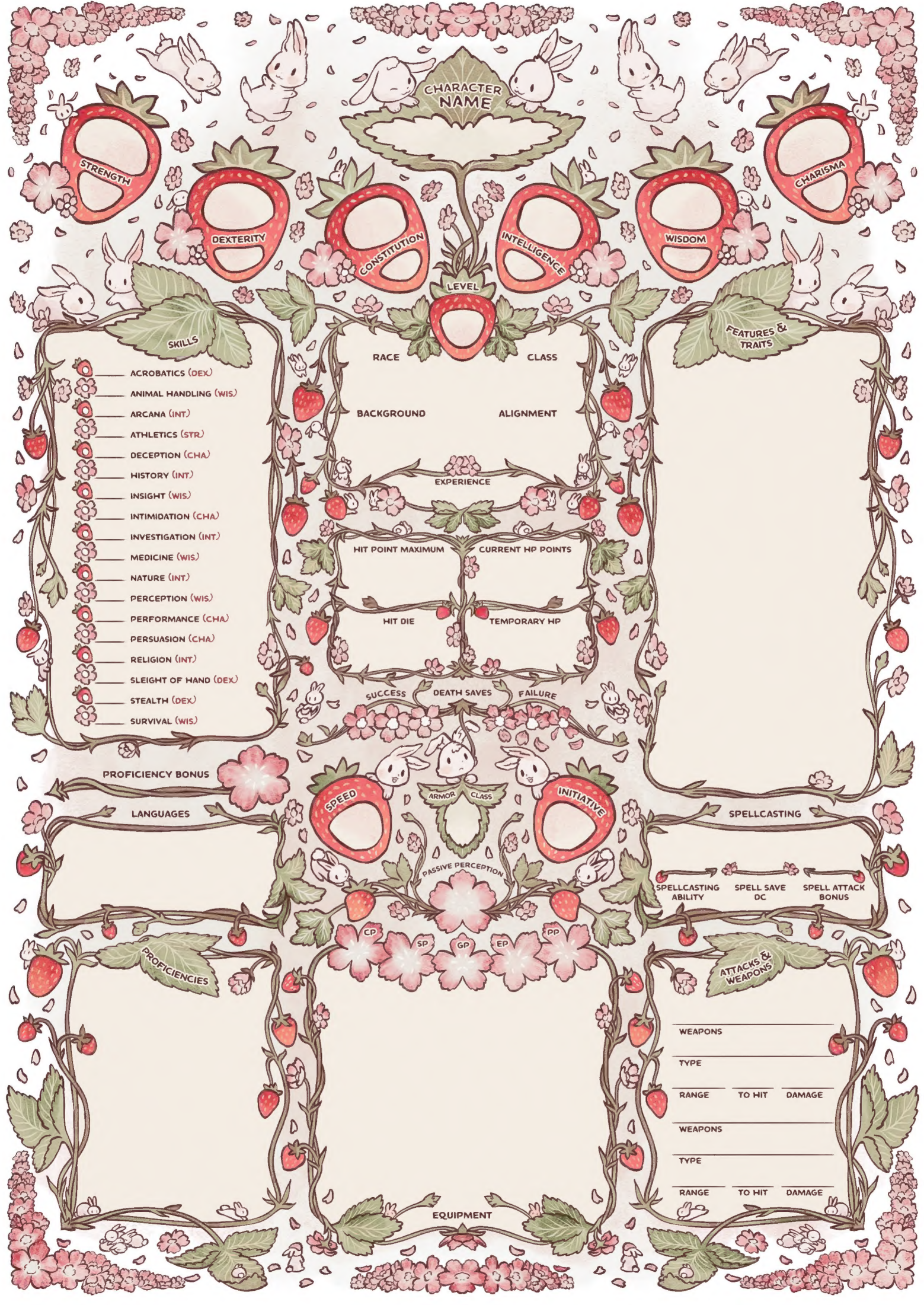
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SKILLS

- ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- ARCANA (INT)
- ATHLETICS (STR)
- DECEPTION (CHA)
- HISTORY (INT)
- INSIGHT (WIS)
- INTIMIDATION (CHA)
- INVESTIGATION (INT)
- MEDICINE (WIS)
- NATURE (INT)
- PERCEPTION (WIS)
- PERFORMANCE (CHA)
- PERSUASION (CHA)
- RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (WIS)

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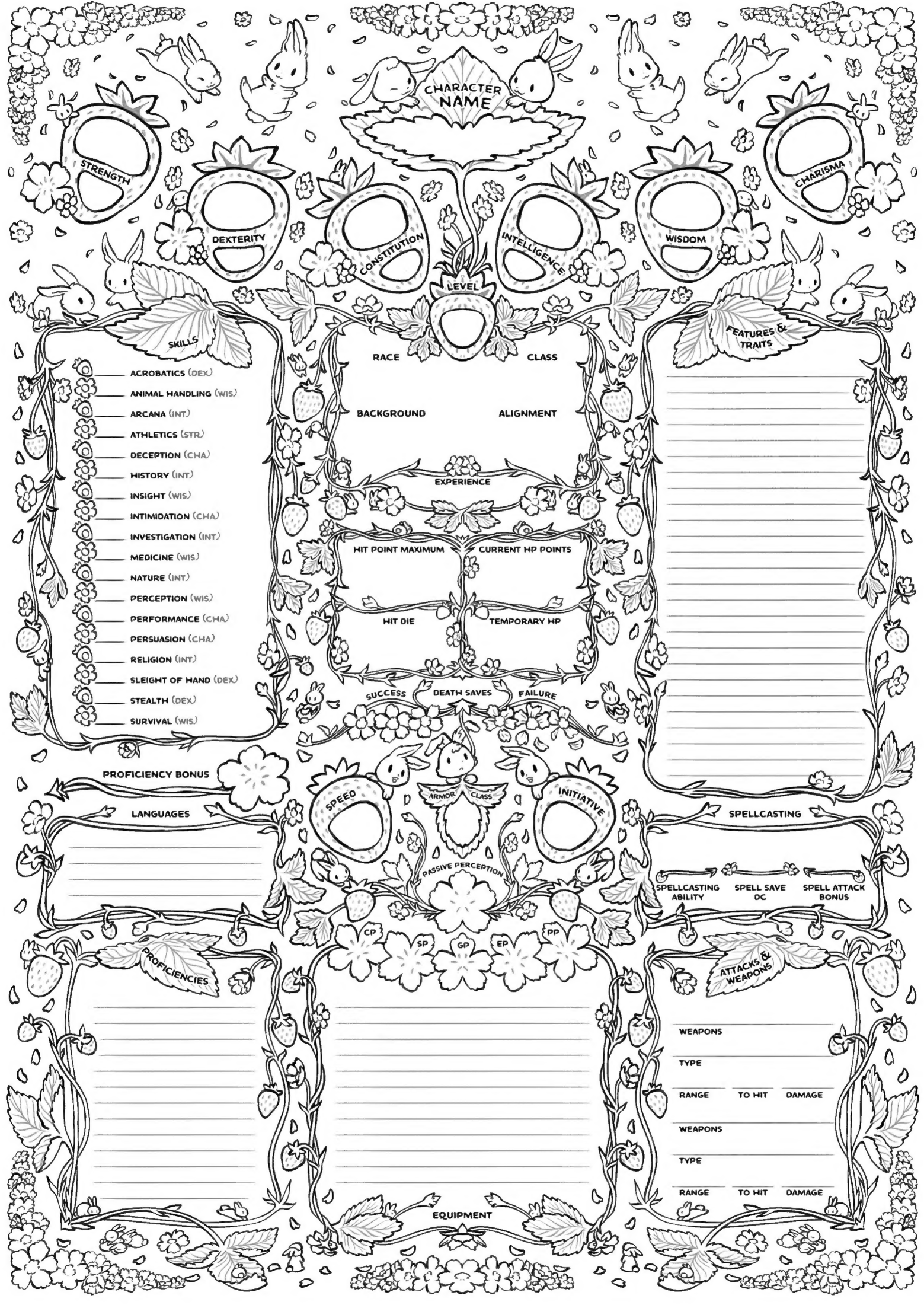
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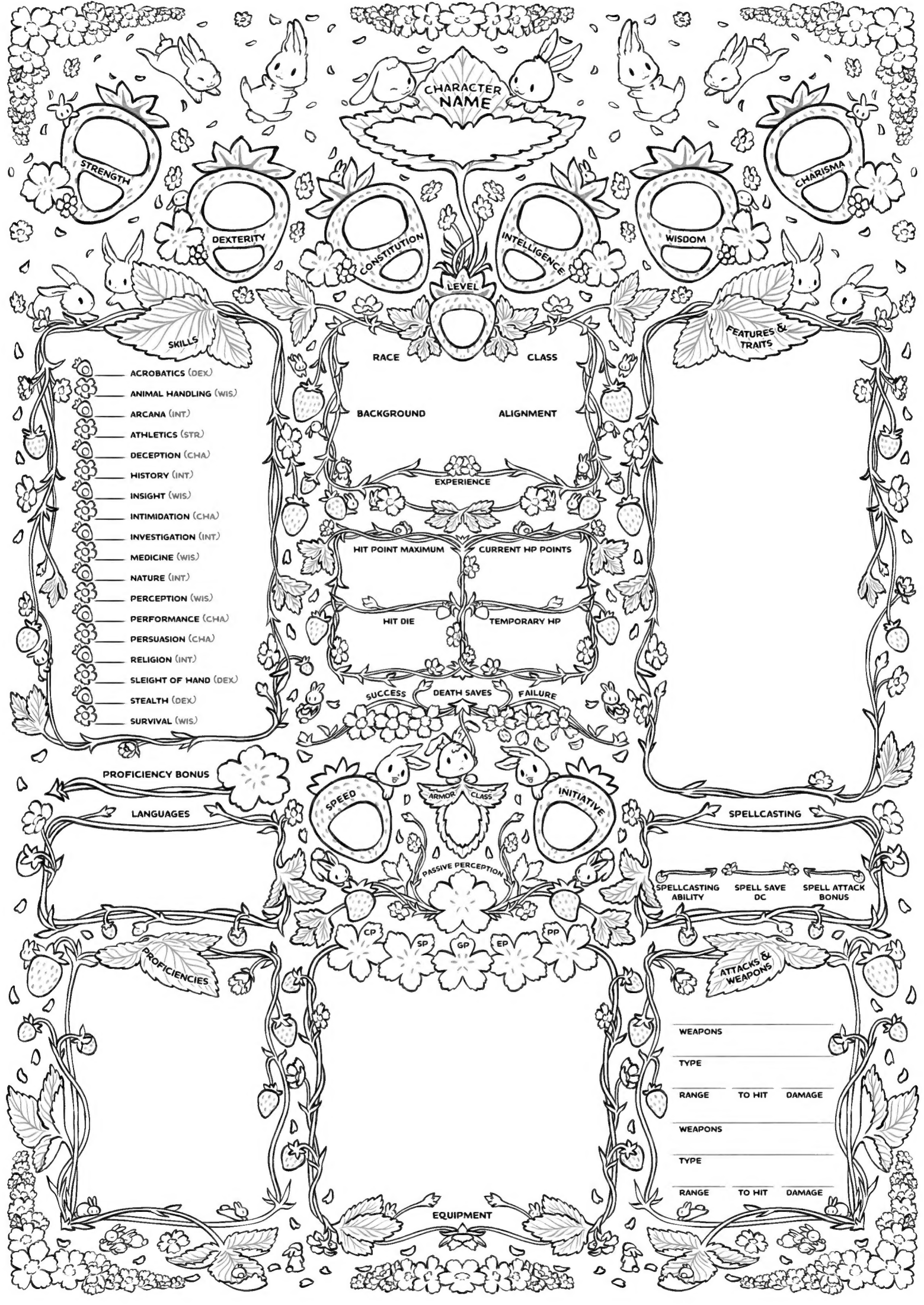
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